Babe and Friends™

FOR AGES 5 AND UP

MODEL 60-023

ELECTRONIC LCD GAME

http://www.replacementdocs.com

600230001IWTI-01

LOST IN THE CITY

Babe became big doings when he won the National Sheep-dog Trial. But now he has a new challenge. Farmer Hoggett has had an accident with the well on the farm and is stuck in bed. Now Babe and Mrs. Hoggett have to make it to the international State Fair in time for Babe to once again show his sheep-herding abilities! If Babe wins, he'll earn enough money to keep the bank from taking over the farm!

So Babe is off to the City with Mrs. Hoggett! They arrive in the host country for the international State Fair, but miss their connecting flight to the State Fair. They are stranded in the city! Hotels won't accept pigs. Neither will the airport. They're kicked out into the streets of Metropolis! But a kind stranger tells Mrs. Hoggett about one hotel that will accept them — The Flealands Hotel.

The Flealands Hotel is full of animals — all of them there illegally. It's like a Noah's Ark on land. But for animals that don't fit in anywhere else. When Mrs. Hoggett winds up in jail, Babe is on his own!

Now Babe needs YOUR help!!!

SIX STAGES TO TEST YOUR SKILL

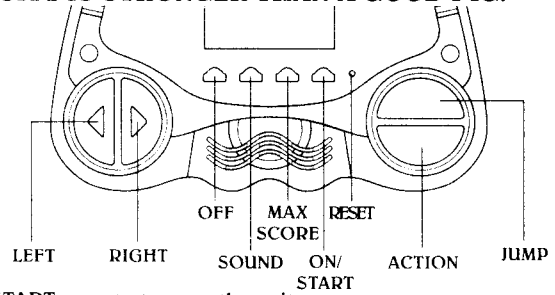
The object of the game is to lead Babe through the mean streets of Metropolis, restoring dignity and well-being to his renegade band of fellow animals! That accomplished, it's time for a little sheep-dog work!

You always play through the whole game — but in order to WIN the game — you must leave the city and go back home to the farm and do what you do best in the final stage (stage 6), which is sheepherding!

There is a time limit to each stage. The stage timer is in the shape of a jar of jelly beans. You begin the stage with a full jar of jelly beans. Each stage is over when the jelly bean jar is empty.

You WIN the game if you can sheep-herd enough sheep in the final stage!

NO CITY IS STRONGER THAN A GOOD PIG.



ON/START – to turn on the unit.
– to start the game.
– to start each stage.

MAX SCORE – to take a look at the maximum score during the pause between stages and after the story is complete (after stage 6)

SOUND – to control sound: on or off

OFF – to turn off the unit (The unit also shuts off automatically after three minutes of no action.)

"◀" – to move left

"▶" – to move right

"JUMP" – to jump up

"ACTION" – to crawl under chair (stage 1 and 2)
– to snatch popcorn (stage 1)
– to tag chimps (stage 2)
– to pick up bubble gum (stage 2)
– to knock down the can (stage 3)
– to pick up the jar (stage 3)
– to rescue the cow (stage 4)
– to enter the elevator (stage 5)
– to rescue animals from the research lab (stage 5)
– to push sheep in line (stage 6)

RESET – to reset your game if your unit malfunctions

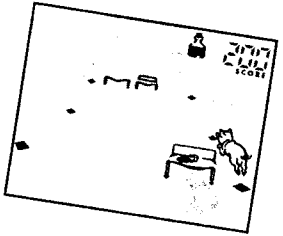
Press the ON/START button to turn on the game. You will hear an "On" melody and the maximum score is displayed.

Press the ON/START button again to start the game from stage 1 when you are ready. You will hear a "Game Start" melody and you begin play with zero score. The game starts with an animation of an airplane landing and out walks Babe!

There are 6 stages of play. You always play as Babe. You always play through all 6 stages of play. Each stage presents unique challenges:

STAGE 1: THE AIRPORT

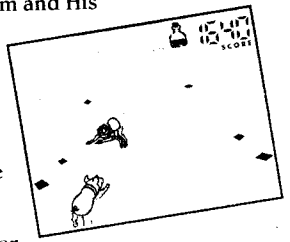
You arrive at the airport of the host city for the International State Fair. However, you miss your connecting flight. But pigs are not wanted at airports! Wander through the maze of the airport as best you can! —Crawl under CHAIRS, jump over low ROPES used to block off certain sections of the airport, jump over wet floor SIGNS, don't slip on WET SPOTS from the freshly washed floors, (each time you slip on a wet spot, you lose points!) and when people leave BAGS OF POPCORN unattended on chairs, do your part to keep the airport clean by SNATCHING THE BAGS OF POPCORN!



YOU ARE NO MERE PIG.
YOU ARE A PIG THAT JUMPS!

STAGE 2: WELCOME TO THE FLEALANDS HOTEL

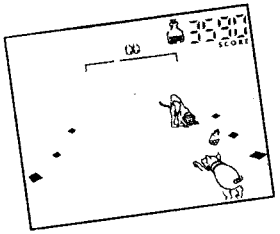
You have the uncanny ability to get along with animals everywhere. You meet the monkeys who are part of a vaudeville group called The Fabulous Fugly Floom and His Amazing Apes. These include three chimps, Zootie (who chews bubble gum), her mate Bob Bopaluba (very strong!), and Bob's younger brother, Easy (who does like to take it easy). All three chimps are very fast. Play "tag" with them. Move throughout the hotel lobby watching out for CHAIRS— and TAG each chimp as many times as you can! But remember those chimps are moving REALLY FAST so you have to tag them quickly! Try to make 20 "tags" before time expires! Also watch out for the choir of SINGING CATS. If you step on a cat's tail, you lose points! Pick up extra points for picking up packs of bubble gum on the floor for Zootie!



"HIGH-FIVE" THE MONKEYS!

STAGE 3: FOOD RAID

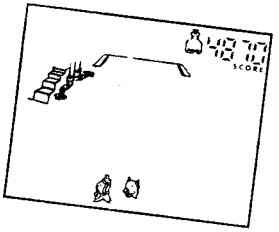
Get some food! Each time an animal appears and hits the shelf inside the convenience store, either a jar of jelly beans or a can of food will be knocked off the shelf and dropped onto the floor! If it is a jar, you have to pick it up! If it is a can, then you have to knock it down! If you are not fast enough, a monkey will come out and pick it up and you will lose points. Before time expires, try to get as many jars and knock down as many can as you can! (try for 20 of them!!)



ARE YOU GOING TO LET A MONKEY BEAT YOU TO THAT JAR OF JELLY BEANS?

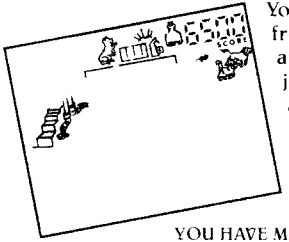
STAGE 4: THE CHASE

The stage begins with an animal from the convenience store chasing you out in the mean streets of Metropolis! Climb up STAIRS of apartment buildings to gain a little distance from him. Jump over GARBAGE CANS and don't fall into PUDDLES —if you do, you'll LOSE points! As the chase continues across a bridge, the animal will fall into a canal. Then you must DIVE into the canal and rescue him. Yes, even though that animal was trying to catch up and punish you, you save his life by pulling him out of the water with your snout. You are THAT kind of great pig! That animal will now be your friend for life!



YOU DIVE INTO THE CANAL TO SAVE A LIFE!

STAGE 5: THE RESEARCH LAB



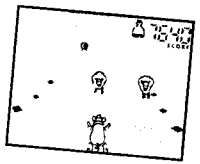
You must free CATS, DOGS, and MICE from a research lab. The lab is a maze of air-conditioning PIPES that you have to jump over, and an ELEVATOR to enter at precisely the moment it opens. You LOSE points if an elevator door shuts in your face! Then rescue all the cats, dogs, and mice by BREAKING THEIR CAGES, with a SNOUT-BUTT!

YOU HAVE MADE IT YOUR MISSION TO RESCUE THE LAB ANIMALS!

STAGE 6: BACK HOME ON THE FARM

Your mission in Metropolis completed, you are now back home on the farm. Now show what you can do best — herd sheep!

SHEEP will be moving crazily across the screen, you have to use your snout and push each sheep in line before time expires! If you can push 40 sheep into the right place before the timer expires, you will WIN the game. If you cannot push enough sheep into the right place in time, you will NOT win.



FOLLOW THAT SHEEP!

TIMING IS EVERYTHING:

The timer for each stage is in the shape of a jelly bean jar. Each stage begins with a full jar of jelly beans. The stage is complete when the jar becomes empty.

This game is very challenging —because while there are plenty of opportunities to score points — there are plenty of opportunities to lose points throughout each of the stages!

USE YOUR CONTROL BUTTONS TO HELP YOU:

" ◀ " – to move left

" ▶ " – to move right

" ▲ " – to jump up.

"ACTION" – to crawl under chair (stage 1 and 2)
– to snatch popcorn (stage 1)
– to tag chimps (stage 2)
– to pick up bubble gum (stage 2)
– to knock down the can (stage 3)
– to pick up the jar (stage 3)
– to rescue the cow (stage 4)
– to enter the elevator (stage 5)
– to rescue animals from the research lab (stage 5)
– to push sheep in line (stage 6)

There is a simple "Stage Complete" melody as you complete each stage. The game pauses after each stage and the next stage number is shown. Press the ON/START button to start the next stage when you are ready.

After the story is complete (after stage 6), press the ON/START button to start the game again from stage 1. The maximum score is displayed followed by the stage number (stage 1) and then you will hear the "Game Start" melody again. You begin again with zero score.

Press the OFF button to turn off the game after play. The unit also shuts off after three minutes of no action.

EARN POINTS IN THE BIG CITY

20 POINTS – for crawling under chairs at the airport (stage 1)
– for jumping over low ropes (stage 1)
– for jumping over wet floor signs (stage 1)
– for tagging Easy the Chimp at the hotel (stage 2)

30 POINTS – for snatching bags of popcorn at the airport (stage 1)
– for tagging Bob at the hotel (stage 2)
– for picking up bubble gum for Zootie at the hotel (stage 2)
– for crawling under chair at the hotel (stage 2)

40 POINTS – for tagging Zootie at the hotel (stage 2)
– for dodging the cow (stage 4)
– for jumping over garbage cans in the streets (stage 4)
– for climbing up stairs (stage 4 and 5)
– for each mouse you rescue in the research lab (stage 5)
– for entering elevator in the research lab (stage 5)
– for jumping over air-conditioning pipes in the research lab (stage 5)

50 POINTS – for each can of food you knock down at the convenience store (stage 3)
– for each jar of jelly bean you pick up at the convenience store (stage 3)
– for each dog or cat you rescue in the research lab (stage 5)

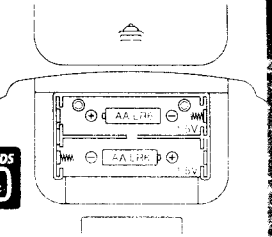
100 POINTS – for each sheep you help put in line at the International State Fair (stage 6)

500 POINTS – for rescuing the cow out of the canal (stage 4)

1000 POINTS – bonus for winning the trophy at the International State Fair (stage 6)

LOSE POINTS – lose 30 points whenever you slip on a patch of wet floor at the airport (stage 1)
– lose 50 points for the monkey stealing the jar can at the convenience store(stage 3)
– lose 40 points for stepping on a cat's tail at the hotel (stage 2)
– lose 50 points each time an elevator door shuts in your face (stage 5)
– lose 60 points for falling into puddles in the street (stage 4)

INSERTING THE BATTERIES



To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert two "AA" 1.R6 batteries (not included), making sure to align "+" and "-" as shown.

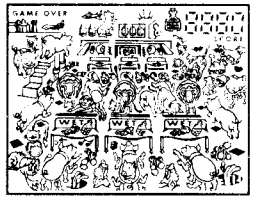
TO ENSURE PROPER FUNCTION:

TIGER RECOMMENDS DURACELL

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

RESET BUTTON:

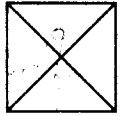
After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC, LTD. REPAIR CENTER
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service, or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90 day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. $10. Payments must be by check or money order payable to Tiger Electronics Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics Ltd. Repair Dept.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90 day warranty period, and your printed name, address and telephone number.

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Belvedere House, Victoria Avenue,
Harrogate, North Yorkshire, HG1 1EL, England.

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